



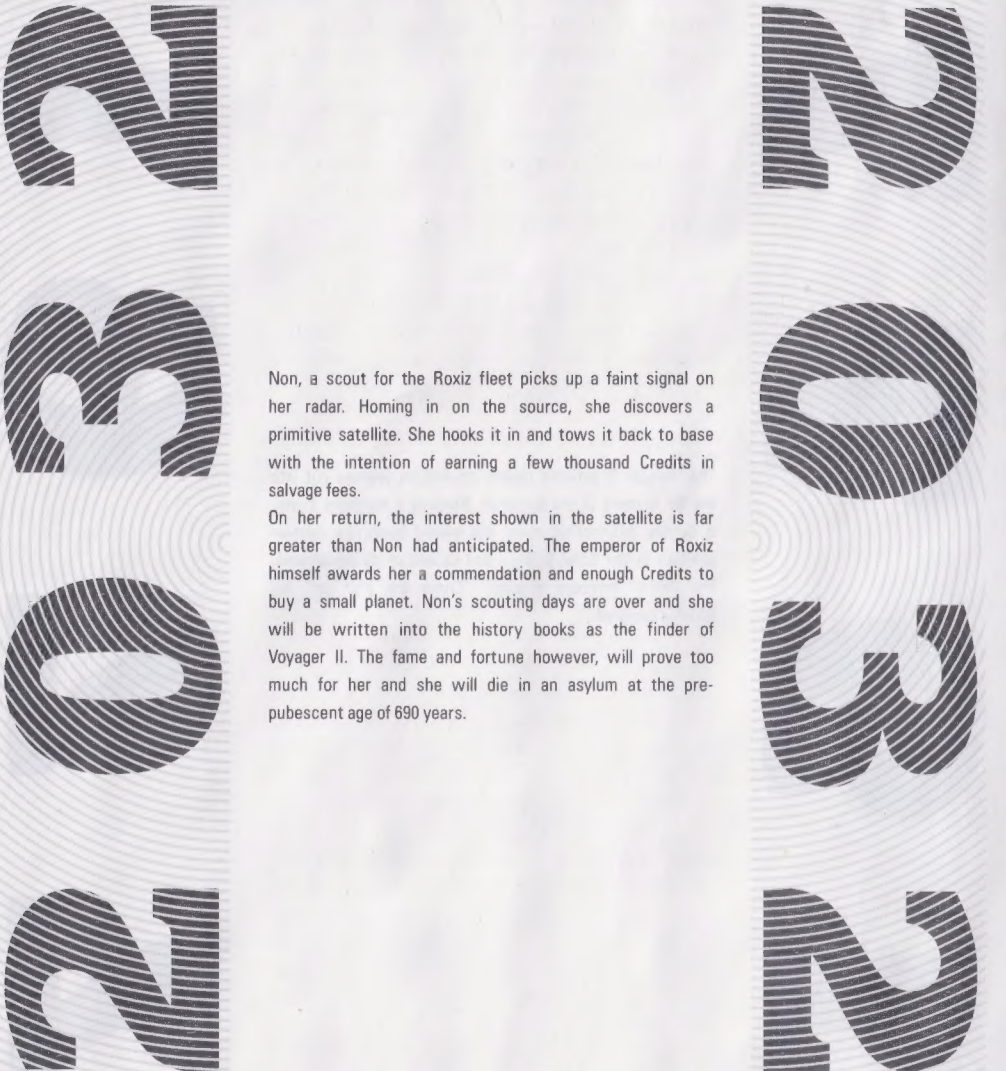
THE SCENARIO



THE VOYAGER II SPACECRAFT, WHICH LAUNCHED IN 1977, IS THE FIRST OF A SERIES OF SPACECRAFTS THAT WILL BE SENT TO THE OUTER PLANETS OF OUR SOLAR SYSTEM.


The Voyager II satellite begins its endless journey out into the far corners of the universe. Sending a constant signal, it carries information about the planet Earth; its relative position in the Solar System and details of its inhabitants. The overall message is clear: "Come and visit us". No RSVP is required.

THE VOYAGER II SPACECRAFT, WHICH LAUNCHED IN 1977, IS THE FIRST OF A SERIES OF SPACECRAFTS THAT WILL BE SENT TO THE OUTER PLANETS OF OUR SOLAR SYSTEM.



Non, a scout for the Roxiz fleet picks up a faint signal on her radar. Homing in on the source, she discovers a primitive satellite. She hooks it in and tows it back to base with the intention of earning a few thousand Credits in salvage fees.

On her return, the interest shown in the satellite is far greater than Non had anticipated. The emperor of Roxiz himself awards her a commendation and enough Credits to buy a small planet. Non's scouting days are over and she will be written into the history books as the finder of Voyager II. The fame and fortune however, will prove too much for her and she will die in an asylum at the pre-pubescent age of 690 years.







The Roxiz forces did not exactly accept the invitation in the spirit it was sent; it would be more accurate to say they "gategashed". Within four months of reaching our Solar System they had annihilated all space-borne Earth craft in the System, effectively restricting all Human life to Earth. The technology employed by the Roxiz was far more sophisticated than that of our own. Earth's Rodan Charter, drawn up in 2052 had put an end to the manufacture of destructive machinery and weapons, thereby creating a perpetual state of peace. Unfortunately, Sid Rodan had never visited the Roxiz system, so such a charter did not exist there. Being an essentially warlike race with extremely nasty table manners, the Roxiz had lived in breathless anticipation for 6000 years waiting to find a planet they could conquer. Voyager II, had they believed in a God, was the proverbial answer to their prayers.

Earth didn't stand a chance. Hoping to reason with the invaders, we sent an emissary of peace to talk with their leader on Venus. The negotiator, Ronald Kissinger, was sent back one week later with his heart extracted and placed in his mouth. In an effort to sustain hope in the minds of his people, the Premier of Earth announced that Kissinger's death should not be perceived as an hostile act. The official cause of death was pronounced as suicide.

Three more emissaries later, each returned with his/her heart inserted into their various orifices, the Association of Emissaries disbanded and all members took to hiding, plastic surgery and name-changing in case they were called upon to perform their "patriotic duty".

Meanwhile, the Roxiz had selected Saturn as their base, using each of its ten moons to gather and build their forces. Starting at Janus, each successive moon as used for the development of deadlier weapons in preparation for the final onslaught upon Earth. This phase was nearing completion.

Luke Snayles was serving a 50-year term of "Investigative Exploration" (IE) as punishment for shooting six thugs who were assaulting a geriatric ferret-breeder. The court declared that due to the fact that Snayles himself was not under attack, there was no excuse for this extreme


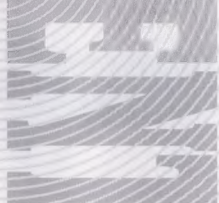





behaviour. The deciding factor for the guilty verdict was the appearance of the ferret-breeder who acted as the star witness – for the prosecution. Prison sentences had been denounced as “barbaric servitude” nearly one hundred years ago and the laws of the planet then imposed a term of “Investigative Exploration” upon guilty parties. This entailed the convicted criminal being sent off in a spacecraft (on an optional heading he/she decided) in order to seek out new lives and new civilisations; To boldy...

So far, no-one had found squat, except the very occasional sighting of another criminal also wandering aimlessly through space. Basically, this punitive measure amounted to nothing more than a drastic term of solitary confinement – and a helluva lot more expensive.

Each convict was equipped with a “Mothership”, containing enough supplies for the set term, plus a satellite developed to receive broadcasts of Holo-Vids over vast distances. This was the only distraction that kept ‘inmates’ at least half-sane, although the broadcasts were only three hours in every twenty-four. Snayles had maintained most of his sanity occupying many hours a day plotting revenge on the ferret-breeder, whose testimony had created this situation. Unfortunately he was unaware that the old man had died two days after Snayles started his IE, due to massive injuries sustained whilst being attacked by six more (unrelated) thugs.

The last, and vital (to this story), piece of equipment carried by the Mothership was a ‘Shuttle Craft’. This was developed in anticipation of life being found. The Mothership itself was not equipped to land on unknown terrain so a smaller, more manoeuvrable craft was required. Equipped with basic facilities and restricted laser firepower, the shuttle could be supplemented with far more sophisticated devices and weaponry. Once the shuttle landed on a planet’s surface it would, due to gravitational forces, convert to a basic ‘tank-type’ vehicle. However, on installation of a certain item of equipment, it would then have the ability to ‘transform’ into a ‘skimmer-type’ craft, enabling high altitudes to be achieved. Due to weight





restrictions of the shuttle when transporting to a planet, it would be too heavy to carry all of this supplementary equipment on-board at this time. Therefore equipment 'pods' would be sent down separately by the mothership to the planet's surface, to be collected at a specific location. Other pods would be available, containing such diverse items as increased weaponry, camera guns, craft cameras etc.


Snayles had served 49 of his 50 year term and was on his way back home. His supply of rations was dwindling rapidly due to his over-indulgence over the initial 10 years. For the remaining 365 days he would be on an involuntary diet - malnourished, but alive. No such problems existed with CRDs (Cellular Regeneration Drugs), so he should return home the same physical age as when he left. These anti-ageing pills were only available (at no charge) to those on long-haul missions of travel, including those serving IE. Wealthy people were able to obtain them on the black market, however, so he had assumed that the ferret trade was an extremely lucrative one, and that the object of his revenge plan had availed himself of these necessary facilities.

Pluto was now in sight (the planet, not the dog), heralding Snayles' entry into his own Solar System. The rule was that you could spend your last year wandering Sol's system and he wanted to ensure that no time was wasted getting home.

To pass some time, Snayles thought he could rig his satellite tuner to receive direct broadcasts from Earth. Distance had prevented this in the past, but he was proximate enough now to receive some of the strong signals. It was an ideal opportunity to catch up on the last 49 years' events. The Holo-Vids he had been able to receive only comprised of movies, consequently not giving him too much insight into life itself.

It started as static and a very vague shape on the Holo-Platform. Some further fine-tuning resulted in a clearer image, but the sound was Swahili. Further tweaking for six hours produced satisfactory reception. It was the 'Solar TV' station; a channel renowned for mind-numbing banal-






ity – a game-show channel. This particular episode was called, “Bee a Winnah!” and entailed the mind-numbingly banal contestants having to accompany ‘Flight Of The Bumblebee’ by breaking wind in time and pitch to the music. The flatulent contestants were applauded and cheered on by a large studio audience wearing air filters over their faces. The lucky winner selected the prize of a month’s holiday in Birmingham and a Methane-Energy Converter.

Snayles decided that twelve months of ‘Solar TV’ would be worse than serving another 100 years of IE. Twelve more hours of tuning and tweaking later and his efforts were rewarded. It was reassuring to see that the BBC was functioning, despite still showing ‘classics’ in 2-Dimensional video, such as, ‘Some Mothers Do ‘Ave ‘Em’ and ‘Dads Army’. Snayles waited patiently for the news broadcast.

The News began, and Snayles sat aghast for two hours whilst the story of the Roxiz invasion was recounted. As the story progressed, he became terrifyingly aware that he could be the only Human not Earth-locked. The logical conclusion was reached – he was the only guy in a position to at least attempt some means of retaliation/defence.

Slipping the Star-Drive into ‘Inert’, he decided to stay safely out of sight in orbit around Pluto to give himself time to think things through. He spent the next twelve hours sleeping fitfully.

Snayles awoke with a start, instantly recalling the situation he had been placed in. Whilst drifting off to sleep earlier, he had begun to formulate a plan. Back now, in the cold light of half-day, the flaws in this half-baked plot became glaringly apparent. One thing was for certain; he had to do something. If he tried to continue to Earth, the invaders would certainly detect him and blow him back to the stars – even if he was clever enough to avoid their radars, there may not be an Earth to return to in twelve month’s time. Retreat back into space was futile also, as his rations were not going to last much longer, and he had no source of replenishment. The final option was suicide,



but he reckoned he would be committing that anyway, whatever course he took!

As he considered further, and got deeper and deeper into depression, his fingers idly played with the Mothership's console, scanning the Solar System for signs of activity. A flurry of data flashed onto the VDU, disrupting his thoughts. There seemed to be a massive concentration of movement on and around the ten moons of Saturn. He decided to investigate further.

The next few days were spent collating data and information about the activities around Saturn. Eventually, he had garnered enough detail to realize that each of the moons was heavily guarded by patrols of Roxiz. They were protecting the massive installations of equipment being used to develop incredible weapons which, he assumed, were not going to be used for Science Class! It was apparent that, starting on Janus, each successive moon was being used to develop a larger and deadlier device, and the security of each moon reflected this theory. If he was going to attempt some sort of sabotage mission, the best strategy would be to start on the weaker moons and gradually work his way up to the tenth, destroying all life and equipment on each moon in turn.

He would program the Mothership to drop him on Janus, jettison some equipment pods down to the surface of that moon, then await his signal to pick him up again; transport him to the next moon, jettison more pods, etc, etc. The pods were a major problem. If he attempted to use all the pods on one moon, there would be a great chance that at least one of them would be discovered before he had collected it. The most cautious way to proceed, therefore, would be to jettison just a few pods per moon and gradually build up his armaments/equipment.

There was still a small snag. Snayles had been an excellent pilot 49 years ago, but he was worried that his abilities, through lack of practice, had become very rusty. The shuttle should be small enough to avoid detection, and the mothership had a cloaking device which, although creating a massive drain on the energy and power circuits, would ensure it would remain undetected for a limited period.



The next few days were spent checking the shuttle and the pods and reassuring himself that everything was in perfectly-functioning order. Satisfying himself that this was so, Snayles donned his Insulasuit, packed a change of underwear, and blasted out from Pluto's orbit. Next stop - Janus!



THE
BIG
DAY

THE GAMEPLAY



VOYAGER SCENARIO

The Roxiz attack force are gathering their resources on the ten moons of Saturn. Starting on Janus, each successive moon is defended by deadlier troops guarding a more lethal array of weaponry. Only one guy in the universe is brave and foolish enough to try and take them out: Luke Snayles — convict, ex-pilot, ...psychopath.

All Earth's defence forces have been annihilated, so Snayles is the last hope. Travelling in his small craft and equipped with limited facilities, he must destroy all of the aggressors on each moon, in order to eliminate the installations and progress to the next via a 'warp gate'. Along the way he can scoop equipment pods to substantially increase his weaponry and other facilities.

The mission begins...

LOADING ATARI ST

Switch on the power to the computer and disk drive then insert the disk into the drive. This program will then load automatically.

AMIGA 500

Insert the disk in drive A and turn on the computer, the program will then automatically load and run.

AMIGA 1000

Insert the systems disk, when the work bench disk illustration appears insert the disk, the program will then automatically load and run.

CONTROLS

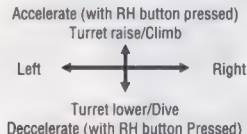
Mouse (port 0) or joystick (port 1) can be used to control the movements of your craft.

KEYS

J or M — toggle to joystick or mouse control.

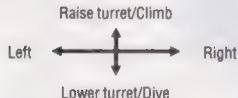
NOTE: Some keys for the Amiga may be different to those used for the ST. If so, these keys appear in brackets next to the ST keys.

MOUSE



LH Button — Fire laser

JOYSTICK



Right Shift — Accelerate

Fire button — Fire
Caps Lock (Right Alt) — Decelerate

Fire — Start game

Esc — Quit game (in pause mode only)

S — Toggle sound fx on/off

GAME KEYS

Backspace (←) – Pause/Resume game
Space – Toggle Skimmer mode/Tank mode (if fitted)
Tab (⇧) – Atomic bomb launcher – (if fitted)
D – Drop camera – (if carried)
ALT (Left ALT) – Fire Pyramid – (if fitted)
CONTROL – Fire Decoy – (if fitted)
(CTRL)
LEFT SHIFT – Fire multiple – (if fitted)
1 – Computer display on/off

UNDO (HELP) – Decrement object within computer
HELP (DEL) – Increment object within computer
2 – Display currently fitted equipment
3 – Display data on moons
4 – Display camera data screen
5 – Display weaponry data
6 – Display data and locations of remaining equipment pods
7 – Display Mothership status
8 – Display Map of current moon

Numeric Keypad:

8 – Front view
2 – Rear view – (if fitted)
4 – Left view – (if fitted)
6 – Right view – (if fitted)
0 – Base view – (if fitted)
5 – Toggle between craft views and camera views
Cursor up – Camera up – (if in use)
Cursor down – Camera down – (if in use)

Cursor left – Camera left – (if in use)
Cursor right – Camera right – (if in use)
UNDO (HELP) – Advance to next camera – (if in camera mode)
HELP (DEL) – go to previous camera – (if in camera mode)
FIRE – Fire laser from camera – (if in camera mode)

GAMEPLAY

Each of the ten moons of Saturn are being used by the Roxiz forces to develop massive weapons for a final assault upon Earth.

Starting from the first moon, Janus, and progressing through Mimas, Enceladus, Tethys, Dione, Rhea, Titan, Hyperion, Iapetus and Phoebe, each successive moon is more heavily defended. There are 80 hostile craft defending each moon, all of which must be destroyed to render that moon inactive, and to open the portal for transportation to the next.

Initially, your tank-type vehicle will be equipped with just basic laser-fire, an on-board computer for data reference and a short-range radar. Basic readings for Shield level, Speed, Altitude, Fuel, Heading, Turret elevation and Current Co-ordinates will be displayed at all times (see diagram). Additionally, above your console will be displayed View Co-ordinates, Enemies left to destroy and Current Score.

As you progress, you can 'scoop' energy pods (by direct contact with your craft) which will enhance various facets of your weaponry/defences. On later moons, there will be a pod containing the converter enabling the switch between your craft from 'Tank-type' to 'Skimmer'. At any time during play, you can call up visual reference from computer to indicate the types and locations of pods still uncollected on the current moon.

Some of the hostile craft are more intelligent than others, especially on later moons — your computer can be used to give information of all aggressors currently around. You may find, too, that some craft may need to be hit more times than others in order to destroy them.

If a camera (up to four) is scooped, it can be dropped by you at any time on that moon. This will enable you to look around areas where you may not be near. The cameras are also equipped with limited-effect lasers which enables you to shoot craft remotely.

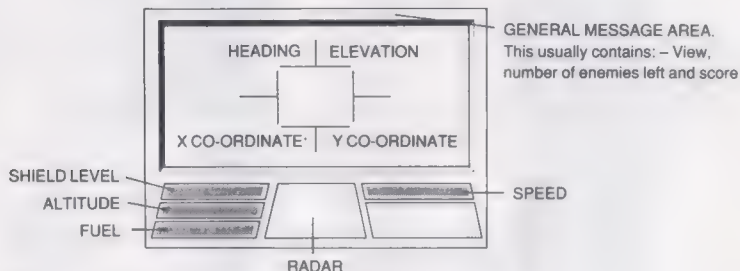
If a decoy is scooped, this can be used only once. Once jettisoned from your craft, it will divert the enemies' firepower away from you for a limited period: Use when only absolutely necessary!

Various other pieces of equipment are available, the usage of which will be discovered on collection. Note, however, that certain weapons have limited ammunition — consult the weaponry data computer for information regarding 'shots left'.

When all 80 craft on a moon have been destroyed, this will activate a portal which must be found before the automatic self-destruction of the installations on that moon are initiated. Directional guides will appear on your console to aid your search for the portal. On discovery, you must immediately enter the portal, which can only be accessed from one side, and warp through to the next moon. The passage of this, however is not straightforward, and you must negotiate the 3-D 'pathway' safely. Collision with the walls of the pathway will result in a loss of shield strength.

If you progress through to, and manage to defeat, the tenth moon, Phoebe, you will have conquered the Roxiz forces and can head for home to a heroes' welcome.

STATUS & SCORING



Radar

Light Blue	—	Inanimate obstacles
Dark Blue	—	Equipment pods
White	—	Airborne craft
Red	—	Ground-based craft
Magenta	—	Most hostile craft
Flashing dots	—	Missiles, Mines, etc.

HINTS & TIPS

1. When in tank mode, keep moving.
2. Keep flying, in skimmer mode, to a minimum as this consumes much fuel.
3. When a moon is completed, find the portal quickly.
4. Avoid large open spaces for prolonged periods, ie find 'cover'.
5. As soon as you arrive on a new moon, check all appropriate data on your computer.

VOYAGER

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If for any reason you have difficulty in running the program and believe that the product is defective, please return it direct to: Mr Yates, Ocean Software Limited, 6 Central Street, Manchester M2 5NS

Our quality control department will test the product and supply an immediate replacement if we find a fault. If we cannot find a fault the product will be returned to you at no charge. Please note that this does not affect your statutory rights.

CREDITS

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Design by Mike Crowley and Dan Gallagher
Music by Jon Dunn
Story by Grace Bracey
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Produced by D C Ward

VOYAGER

SCENARIO

Les forces d'attaque Roxiz ont rassemblé leurs ressources sur les dix lunes de Saturne. Chaque lune successive en commençant par Janus est défendue par des troupes de plus en plus redoutables en possession d'une gamme d'armes de plus en plus meurtrières. Un seul homme dans tout l'univers est assez courageux et fou pour essayer de les affronter: Luke Snayles — repris de justice, ex-pilote et psychopathe.

Toutes les forces de défense de la terre ont été anéanties et Snayles constitue donc la dernière chance. Se déplaçant dans son petit vaisseau et disposant de facilités limitées, il lui faut éliminer tous les agresseurs sur chaque lune afin de se débarrasser leurs installations et passer à la suivante par l'intermédiaire d'une boucle dans le temps. Il peut recueillir sur sa route des capsules allongées contenant du matériel qui lui permettent d'augmenter de façon substantielle son armement et d'autres facilités.

La mission commence

CHARGEMENT

ATARI ST

Brancher l'ordinateur et le lecteur de disquette puis placer la disquette dans le lecteur. Ce programme se chargera ensuite automatiquement.

AMIGA 500

Placer la disquette dans le lecteur A et mettre l'ordinateur en marche, le programme se chargera et passera ensuite automatiquement.

AMIGA 1000

Insérer la disquette système puis quand l'icône de travail apparaît, insérer la disquette, le programme se chargera et passera ensuite automatiquement.

COMMANDES

Souris (port 0) ou levier (port 1) peuvent être utilisés pour contrôler les mouvements de votre vaisseau.

TOUCHES

J ou M — alterne entre commande levier ou souris

ATTENTION: Certaines touches pour l'Amiga peuvent être différentes de celles utilisées pour le ST. Si c'est le cas, ces touches apparaissent entre parenthèses à côté de celles du ST.

SOURIS

(avec bouton droit enfoncé) Accélération
Tourrelle élevée / Ascension



Tourelle abaissée / Piqué
(avec bouton gauche enfoncé)

Bouton gauche — Feu Laser

LEVIER

Tourelle élevée / Ascension



Tourelle abaissée / Piqué

Majuscules droite — Accélération

Bouton Feu — Feu
Bloc. Majuscules (Alt droit) — Décélération

Feu — Début du jeu

Esc — Abandon du jeu (seulement en mode pause)

S — Alterne marche/arrêt effets sonores

TOUCHES DU JEU

Retour en arrière (←) — Pause/recommence le jeu
 Barre d'Espace— Alterne mode Vol en rase-mottes/mode
 ment Tank — (si monté)
 Tabulation (F5) — Lancer de bombes atomiques — (si
 monté sur vaisseau)
 D — Faire descendre la caméra — (si vous
 en disposez)
 ALT (ALT) — Tirer la pyramide — (si montée)
 gauche)
 CONTROL — Tirer l'appât — (si monté)
 (CTRL)
 SHIFT GAUCHE — Tir Multiple — (si monté)
 1 — Marche/arrêt Affichage ordinateur:

UNDO (help) — rapetisse l'objet à l'intérieur de l'ordina-
 teur
 HELP (DEL) — agrandit l'objet à l'intérieur de l'ordina-
 teur
 2 — Affiche l'équipement dont est actuelle-
 ment muni le vaisseau
 3 — Affiche les informations sur les lunes
 4 — Affiche l'écran de données de la caméra
 5 — Affiche les informations sur les armes
 6 — Affiche les informations sur les cap-
 sules d'équipement restantes et le lieu
 où elles se trouvent
 7 — Affiche l'état du Vaisseau principal
 8 — Affichage Carte de la lune du moment

Clavier Numérique:

8 — Vue avant
 2 — Vue arrière (si montée)
 4 — Vue gauche (si montée)
 6 — Vue droite (si montée)
 0 — Vue Base (si montée)
 5 — Alterne entre vues du vaisseau et vues
 de la caméra
 Curseur en haut — Caméra vers haut — (si utilisée)
 Curseur en bas — Caméra vers bas — (si utilisée)

Curseur à — Caméra vers gauche — (si utilisée)
 gauche
 Curseur à droite — Caméra vers droite — (si utilisée)
 UNDO (HELP) — Avance vers la caméra suivante — (si
 en mode caméra)
 HELP (DEL) — retour à la caméra précédente — (si en
 mode caméra)
 FEU — Caméra tire laser — (si en mode
 caméra)

LE JEU

Les forces Roxiz utilisent chacune des dix lunes de Saturne pour mettre au point des armes impressionnantes destinées à l'assaut final de la terre.

En commençant par la première lune Janus et en passant par Mimas, Enceladus, Tethys, Dione, Rhea, Titan, Hyperion, Iapetus et Phoebe, chaque nouvelle lune est plus lourdement armée et défendue par 80 vaisseaux hostiles. Ils doivent tous être détruits afin de rendre cette lune inactive et d'ouvrir le passage vers la suivante.

Au début, votre véhicule de type tank sera seulement équipé d'un simple tir laser, d'un ordinateur de bord pour référence aux données et d'un radar de courte portée. Les relevés de base pour Niveau de protection, Vitesse, Altitude, Carburant, Direction, Elevation tourelle et Coordonnées du moment seront affichés à tous moments (voir schéma). De plus, les Coordonnées Vues, les ennemis qui restent à détruire et le Score du Moment seront affichés au-dessus de votre console.

A mesure que vous progressez, vous pouvez recueillir des capsules d'énergie (par contact direct avec votre vaisseau) ce qui mettra en valeur les différentes facettes de vos défenses/armement. Sur les dernières lunes se trouve une capsule contenant le convertisseur qui vous permet de faire passer votre vaisseau du mode Tank au mode Vol en rase-mottes. A n'importe quel moment durant le jeu, vous pouvez appeler une référence visuelle de l'ordinateur qui indiquera les types de capsules non-collectées et leur emplacement sur cette lune.

Certains vaisseaux hostiles sont plus intelligents que d'autres, surtout sur les dernières lunes — vous pouvez utiliser votre ordinateur pour obtenir des informations sur tous les agresseurs autour de vous à ce moment précis. Vous découvrirez aussi que pour parvenir à les détruire, vous aurez peut-être à toucher certains vaisseaux plus de fois que les autres.

Si vous recueillez une caméra (vous pouvez en récupérer jusqu'à quatre), vous pouvez la larguer sur cette lune à n'importe quel moment. Grâce à elle, vous pourrez explorer des zones qui ne sont peut-être pas proches. Les caméras sont également équipées de lasers à effets limités qui vous permettent d'abattre un vaisseau à distance.

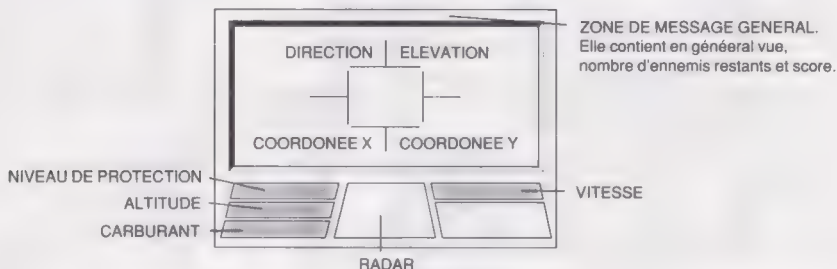
Si vous recueillez un appât, il ne vous sera possible de ne l'utiliser qu'une seule fois. Une fois largué de votre vaisseau, il détournera de vous le feu de vos ennemis pendant une période limitée: à n'utiliser qu'en cas de nécessité absolue!

Un certain nombre d'autres matériels sont également disponibles, vous découvrirez leur usage au moment où vous les recueillez. Mais attention: certaines armes ont des munitions limitées — consultez l'ordinateur de données sur armes pour connaître les "coups restants".

Quand les 80 vaisseaux d'une lune ont tous été détruits, cela activera un passage qui doit être trouvé avant que le processus d'auto-destruction automatique des installations de cette lune ne commence. Afin de vous aider dans votre recherche du passage, des guides directionnels apparaîtront sur votre console. Une fois découvert, vous devez immédiatement entrer dans le passage auquel vous ne pouvez accéder que d'un côté et vous propulser jusqu'à la lune suivante. Ce passage n'est cependant pas aussi simple qu'il paraît et vous devez négocier les "chemins" en trois dimensions avec précaution car toute collision avec les murs du chemin se traduira par une perte de la force de votre protection.

Si vous parvenez jusqu'à la dixième lune, Phoebe et en trimphez, vous aurez battu les forces Roxiz et vous pourrez remettre le cap sur terre pour être accueilli en vainqueur.

STATUT ET SCORE



Radar

Bleu ciel	—	Obstacles inanimés
Bleu foncé	—	Capsules d'équipement
Blanc	—	Vaisseau en vol
Rouge	—	Vaisseau au sol
Magenta	—	Vaisseau le plus hostile
Points clignotants	—	Missiles, Mines etc...

CONSEILS UTILES

1. Quand vous êtes en mode tank, bougez sans arrêt.
2. Volez en rase-mottes le minimum car cela consomme beaucoup de carburant.
3. Quand vous avez terminé une lune, trouvez le passage rapidement.
4. Evitez de rester trop longtemps dans de grands espaces à découvert: mettez-vous à l'abri.
5. Dès que vous arrivez sur une nouvelle lune, vérifiez toutes les données appropriées sur votre ordinateur.

VOYAGER

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GENERIQUE

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 Conception de Mike Crowley et Dan Gallagher
 Musique de Jon Dunn
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 Produit par D C Ward

VOYAGER

SZENARIO

Die Angriffstruppen der Roxiz lagern Ihren Nachschub auf den zehn Monden des Saturn. Jeder Mond wird von todtbringenden Truppen verteidigt, die über ein noch tödlicheres Arsenal von Waffen verfügen. Nur ein Mensch im ganzen Universum ist mutig und dumm genug, den Versuch zu unternehmen, diese Gefahr zu beseitigen: Luke Snayles — verurteilter Ex-Pilot ... und Psychopath.

Weil die irdischen Verteidigungsgruppen vernichtet wurden, ist Snayles die letzte Hoffnung. Nur mit dem Notwendigsten ausgerüstet muß er mit seinem kleinen Raumschiff die Angreifer auf jedem Mond vernichten und die installierten Anlagen zerstören. Anschließend fliegt er durch das "Warp-Tor" zum nächsten Mond, wobei er Materialsonden einfangen kann, um seine Bewaffnung und seine Ausrüstung zu verbessern.

Die Mission beginnt...

LADEANWEISUNGEN

ATARI ST

Schalten Sie Ihren Computer und das Diskettenlaufwerk an, und legen Sie die Diskette in das Laufwerk ein. Das Programm wird automatisch geladen und gestartet.

AMIGA 500

Legen Sie die Diskette in das Laufwerk A ein und schalten Sie den Computer an. Das Programm wird automatisch geladen und gestartet.

AMIGA 1000

Starten Sie den Computer mit der Systemdiskette. Wenn das WORKBENCH-Symbol erscheint, legen Sie die Programmdiskette in das Laufwerk A ein. Das Programm wird automatisch geladen.

STEUERUNG

Mit Hilfe der Maus (Port 0) oder einem Joystick (Port 1) steuern Sie Ihr Fahrzeug.

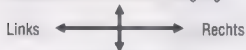
Die Tasten J und M schalten auf Joystick- oder Maus-Steuerung um.

HINWEIS: Bei der Amiga sind einige Tasten anders als beim ST belegt. Diese Tasten sind dann in Klammern angegeben.

MAUS-STEUERUNG

Beschleunigen (rechte Taste drücken)

Geschützturm aufwärts / Steigflug



Geschützturm abwärts / Sinkflug

Abbremsen (rechte Taste drücken)

Linke Maustaste — Laser abfeuern

JOYSTICK-STEUERUNG

Geschützturm abwärts /



Geschützturm abwärts / Sinkflug

Rechte Shift-Taste — Beschleunigen

Feuerknopf — Laser abfeuern

Caps Lock (rechte Alt-Taste) — Abbremsen

Feuern — Spiel starten

Esc — Spiel abbrechen (nur während der Pause)

S — Geräusche ein/ausschalten

STEUERUNGS-TASTEN

Backspace (←) – Pause an/aus

Leertaste – Umschalten zwischen Gleiter und Panzer (wenn vorhanden)

Tab (⇧) – Atombombe auslösen (wenn vorhanden)

D – Kamera abwerfen (wenn vorhanden)

Alt (linke Alt) – Pyramiden-Feuer (wenn vorhanden)

Control (CTRL) – Köder (Decoy) abwerfen (wenn vorhanden)

Linke Shift – Mehrfach-Feuer (wenn vorhanden)

1 – Computeranzeige ein/aus:

8 – Sicht nach Vorn

2 – Sicht nach Hinten (wenn vorhanden)

4 – Sicht nach Links (wenn vorhanden)

6 – Sicht nach Rechts (wenn vorhanden)

0 – Sicht nach unten (wenn vorhanden)

5 – Umschalten zwischen normaler Sicht und Kamera-Darstellung

Cursor aufwärts – Kamera aufwärts (wenn angewählt)

Undo (HELP) – Objekt im Computer hochzählen

Help (DEL) – Objekt im Computer verringern

2 – Aktuelle Ausrüstung anzeigen

3 – Daten des Mondes anzeigen

4 – Darstellung auf Kamera umschalten

5 – Daten der Bewaffnung anzeigen

6 – Daten und Position der Materialsonden anzeigen

7 – Status des Mutterschiffes anzeigen

8 – Landkarte des Mondes zeigen

Ziffernblock:

Cursor abwärts – Kamera abwärts (wenn angewählt)

Cursor links – Kamera links (wenn angewählt)

Cursor rechts – Kamera rechts (wenn angewählt)

Undo (HELP) – Umschalten auf nächste Kamera (im Kamera-Modus)

Help (DEL) – Umschalten auf vorherige Kamera (im Kamera-Modus)

Feuern – Laser über Kamera abfeuern

SPIELABLAUF

Die zehn Monde des Saturns werden von den Truppen der Roxiz benutzt, um dort gewaltige Mengen von Waffen für den letzten Angriff auf die Erde zu lagern.

Die Monde sind in ihrer Reihenfolge, beginnend mit Janus und weiter über Mimas, Enceladus, Tethys, Dione, Rhea, Titan, Hyperion, Iapetus und Phoebe, mit immer stärkeren Verteidigungsanlagen ausgestattet. Auf jedem Mond sind 80 feindliche Gleiter stationiert, die alle vernichtet werden müssen, damit der Mond für die Roxizer unbrauchbar ist und sich das Tor zum nächsten Mond öffnet.

Zu Beginn ist Ihr gepanzertes Fahrzeug mit normalen Laserkanonen und einem Bordcomputer zum Abrufen der Daten und zur Überwachung des Kurzstrecken-Radars ausgerüstet. Die wichtigsten Daten werden ständig angezeigt: Schutzschild-Energie, Geschwindigkeit, Höhe, Treibstoff, Kurs, Geschützturm-Ausrichtung und Position. Zusätzlich werden über der Konsole die Koordinaten der Blickrichtung, die verbleibende Anzahl von Feinden und die Punktezahl angezeigt.

Auf Ihrem Weg können Sie Energie-Sonden einfangen (durch direkten Kontakt mit Ihrem Fahrzeug), die Ihre Bewaffnung und Verteidigungseinrichtungen auf unterschiedliche Weise erweitern. Darunter wird sich später auch ein Konverter befinden, mit dem Sie zwischen Panzer und Luftgleiter umschalten können. Während des Spiels können Sie jederzeit im Computer eine Übersicht der auf dem Mond befindlichen Sonden mit deren Position und Inhalt abrufen.

Einige der feindlichen Gleiter sind gefährlicher als die übrigen, speziell auf den späteren Monden. Manchmal müssen die feindlichen Fahrzeuge auch mehrfach getroffen werden, bevor sie vernichtet sind. Ihr Bordcomputer hält die Informationen über die in der Nähe befindlichen Angreifer ständig für Sie parat.

Wenn Sie eine der vier Kameras einfangen, können Sie diese zu jeder Zeit auf dem Mond aussetzen und damit Gegenden erkunden, ohne mit dem Fahrzeug dorthin fahren zu müssen. Die Kameras sind außerdem mit leichten Laserkanonen ausgestattet, mit denen Sie feindliche Fahrzeuge ferngelenkt beschließen können.

Aufgenommene Köder (Decoy) sind nur einmal zu verwenden. Nach dem Aussetzen lenkt der Köder das feindliche Feuer für eine kurze Zeit auf sich. Sie sollten die Köder nur im äußersten Notfall einsetzen.

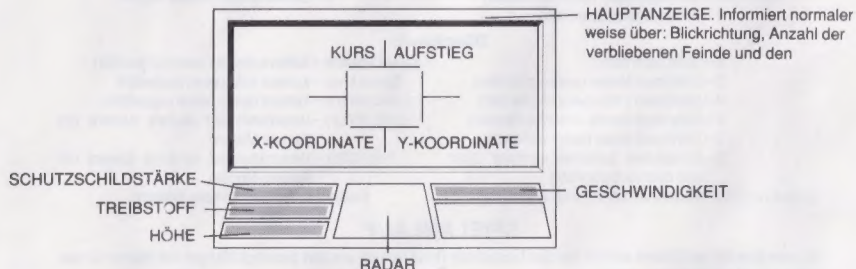
Der Verwendungszweck der anderen Ausrüstungsgegenstände wird Ihnen beim Aufnehmen der Sonden mitgeteilt. Bedenken Sie, daß für viele Waffen nur begrenzte Munition zur Verfügung steht — rufen Sie im Bordcomputer die Daten der Bewaffnung ab, und achten Sie auf die verbleibende Munition (shots left).

Nach der Zerstörung der 80 feindlichen Fahrzeuge wird ein Warp-Tor aktiviert, das Sie finden müssen, bevor die Selbstzerstörung der feindlichen Anlagen auf dem jeweiligen Mond ausgelöst wird. Zu Ihrer Unterstützung bei der Suche nach dem Tor werden auf der Konsole Orientierungshilfen angezeigt. Wenn Sie das Tor erreichen, das nur von einer Seite

aus benutzt werden kann, müssen Sie es sofort passieren, um zum nächsten Mond zu gelangen. Im Warp-Tunnel müssen Sie dem vorgegebenen dreidimensionalen Leitstrahl folgen und Berührungen mit den Wänden vermeiden, da Sie sonst unnötig die Energie der Schutzschilde verbrauchen.

Wenn Sie sich erfolgreich bis zum letzten Mond, Phoebe, durchgekämpft haben, und auch hier die feindlichen Anlagen zerstört, sind die Angreifer besiegt. Nun können Sie auf Erd- Kurs gehen und zu Hause den Sieg feiern.

ANZEIGEN UND PUNKTEWERTUNG



Radar

Hellblau	— Unbewegliche Hindernisse
Dunkelblau	— Materialsonden
Weiß	— Luftgleiter
Rot	— Bodenfahrzeug
Magneta	— Meist Angriffsgleiter
Blinkende Punkte	— Geschosse, Minen usw.

TIPS UND TRICKS

1. Im Panzer-Modus sollten Sie sich ständig bewegen.
2. Bewegen Sie sich auch im Gleiter-Modus ständig, aber bei minimaler Geschwindigkeit, um den Energieverbrauch möglichst gering zu halten.
3. Finden Sie, nach dem Zerstören des letzten Gleiters, schnell das Warp-Tor.
4. Halten Sie sich auf großen, weiten Ebenen nicht zu lange auf. Suchen Sie sich notfalls eine Deckung.
5. Sobald Sie auf einem neuen Mond ankommen, prüfen Sie die wichtigsten Daten im Bordcomputer.

VOYAGER

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